Wizardry RPG

Player’s Chart 2

Actions

1. Move up to 2 squares. You don’t have to move.
2. Move 1 square (you don’t have to move) and attack an adjacent enemy.
3. Shoot a bow.
4. Cast a spell.
5. Dispel.
6. Assume a defensive stance.
7. Switch places with an adjacent character.
8. Hide.

- Actions are resolved in order, starting with the character with the highest Agility.
- Movement: Thief gains +1 square. Ninja gains +1 to +2 squares.
- Attack Hit Rate = (Attacker's Level + Defender's AC) × 5 + Modifiers
- Modifiers: Stamina, weapon hit modifier. If the enemy is asleep or paralyzed, +20%.
- Damage = Weapon Damage + Modifiers
- Modifiers: Stamina, level, weapon modifiers. Damage is doubled if the enemy is asleep or paralyzed.
- Critical Hit Rate = Attacker's Level (Warrior is ×2). Maximum of 13% (or 26%).
- Effect: For Ninjas, instant death. For others, double damage.
- Dispel Rate = Monster's Dispel Value + Cleric's Level
- Against poison, paralysis, and petrification attacks, a check is made against 5 times the character's Vitality.
- Breath attacks are checked against 5 times the character's Luck (success halves damage; if lower than level, damage is quartered).
- Languages: Common, Racial languages (Human, Elven, Dwarven, Gnomish, Hobbit, Goblin, Giant, etc.), Demonic languages (Demon, etc.), Thieves' Cant, Ninja language, etc.
- Disarming Rate: Thief is (Agility + Luck) ÷ 2 × 5, Ninja is × 4, Others are × 1.
- Identification Rate: Bishop's Level × 5 + Wisdom Modifier. A curse is triggered if the result is 96 or higher.

Protection

Armor Name	AC	Price (gp)	Weight (Kg)	Equippable Classes

Armor

Robe	-1	10	1	PBM
Leather Armor	-2	50	10	FSLNPTB
Chainmail	-3	100	20	FSLNP
Breastplate	-4	200	30	FSLNP
Platemail	-5	750	50	FSLN

Shield

Small Shield	-1	20	5	FSLNPTB
Large Shield	-2	40	10	FSLNP

Helmets

Helm	-1	100	1	FSLN

Gauntlets

Copper Gloves	-1	6000	1	FSLN

Other Items

Armor Name	Weight (Kg)	Price (gp)
Rope	1 per 10m	1 per 1m
Torch	1 per 5 torches	2 per 5 torches
Lamp	1	20
Oil	0.1	2 per use
Rations	1 per 3 meals (1 day’s worth)	5 for 3 meals
Flint and steel	0.1	5
Thieves’ tools	1	20
Mantle	1	5
Winter Clothes	2	20
Backpack	1	10
Sleeping Bag	2	10
Tent	20	50
Camping Gear	10	30

Vehicles and animals

Horse	Price 1000gp, up to 200Kg load
Mule	Price 200gp, up to 100Kg load
Cart (4-horse)	Price 10000gp, up to 16000Kg load
Canoe	Price 3000gp, up to 300Kg load

Potions

Dios	100gp
Latyumophis	300gp
Dial	500gp
Dialma	1,000gp
Dialco	1,000gp
Petrification Cure	10,000gp

Scrolls

Level 1	500gp
Level 2	1,000gp
Level 3	2,000gp
Level 4	5,000gp
Level 5	10,000gp

Spell: Base Uses Table

Mage and Priest

		Spell Level						
		1	2	3	4	5	6	7
Caster Level	1	1						
	2	2						
	3	2	1					
	4	3	2					
	5	3	2	1				
	6	4	3	2				
	7	4	3	2	1			
	8	5	4	3	2			
	9	5	4	3	2	1		
	10	6	5	4	3	2		

	11	6	5	4	3	2	1	
	12	7	6	5	4	3	2	
	13	7	6	5	4	3	2	1
	14	8	7	6	5	4	3	2
	15	8	7	6	5	4	3	2

- From now on, one increases per level in the same way.
- However, for Mages, this indicates the base number of uses for Mage spells, and for Priests, it indicates the base number of uses for Priest spells.

Lord and Samurai

		Spell Level						
		1	2	3	4	5	6	7
Caster Level	1	1						
	2	2						
	3	3						
	4	3	1					
	5	3	2					
	6	4	3					
	7	4	3	1				
	8	4	3	2				
	9	5	4	3				
	10	5	4	3	1			
	11	5	4	3	2			
	12	6	5	4	3			
	13	6	5	4	3	1		
	14	6	5	4	3	2		
	15	7	6	5	4	3		
	16	7	6	5	4	3	1	
	17	7	6	5	4	3	2	
	18	8	7	6	5	4	3	
	19	8	7	6	5	4	3	1
	20	8	7	6	5	4	3	2

- However, for Bishops, this indicates the base number of uses for Priest spells, and for Samurai, it indicates the base number of uses for Mage spells.

Bishop

	Spell Level

Caster Level		1	2	3	4	5	6	7
	1	2/ 0						
	2	4/2						
	3	6/ 4						
	4	8/ 6	2/ 0					
	5	10/ 8	4/2					
	6	12/ 10	6/ 4					
	7	14/ 12	8/ 6	2/ 0				
	8	16/ 14	10/ 8	4/2				
	9	18/ 16	12/ 10	6/ 4				
	10	20/ 18	14/ 12	8/ 6	2/ 0			
	11	22/ 20	16/ 14	10/ 8	4/2			
	12	24/ 22	18/ 16	12/ 10	6/ 4			
	13	26/ 24	20/ 18	14/ 12	8/ 6	2/ 0		
	14	28/ 26	22/ 20	16/ 14	10/ 8	4/2		
	15	30/ 28	24/ 22	18/ 16	12/ 10	6/ 4		
	16	32/ 30	26/ 24	20/ 18	14/ 10	8/ 6	2/ 0	
	17	34/ 32	28/ 26	22/ 20	16/ 12	10/ 8	4/2	
	18	36/ 34	30/ 28	24/ 22	18/ 14	12/ 10	6/ 4	
	19	38/ 36	32/ 30	26/ 24	20/ 16	14/ 12	8/ 6	2/ 0
	20	40/ 38	34/ 32	28/ 26	22/ 18	16/ 14	10/ 8	4/2

- However, this refers to Mage-type spells / Priest-type spells.

Mage Spells

	Name	Spell Form (Damage)	Effect Area	Resist	Learning Rate	Other
Level 1	Halito	1D8	1	INT×3	60	AC-2
	Mogref	C	Self	0	40	AC-2
	Katino	A	1×3	INT×5	100	Recovery: VIT×3
	Dumapic	N	Self	0	50	
2	Dilto	C	1×3	0	60	AC+2
	Sopic	C	Self	0	50	AC-4
	Lito	2D6	1×2	INT×1	100	
	Dumas *	A	Self	0	30	5 Minutes
	Lefuc *	5D6	1 Side	0	40	
	Tanjis *	N	S	0	40	
3	Mahalito	4D6	1×3	INT×4	100	

4	Molito	3D6	2×2	INT×1	30	
	Moris	C	1×3	0	40	AC+4
	Dalto	6D6	2×3	INT×4	100	
	Lahalito	6D6	1×3	INT×4	30	
	Malefic *	8D10	3 Sides	0	40	
	Hanilito *	A	Self	0	30	
5	Mamoris	C	3×3	0	40	AC+4
	Makanito	A	3×3	0	40	Targets ≤ Lv7 vanish
	Madalt	8D8	2×3	INT×3	100	
6	Lakanito	A	2×3	70	60	
	Zilwan	A	1	INT×3	50	
	Masopic	C	6	0	60	AC-4
	Haman	C	6	0	100	
	Hanirict *	N	1	0	30	
	Ralefic *	10D10	5 Sides	0	40	
7	Mala	A	6	0	100	
	Mahaman	C	6	0	40	
	Tiltowait	D100+20	3×3	INT×3	50	

C: Combat use; A: Always; N: Non-combat use only; S: Special

Priest Spells

	Name	Spell Form (Damage)	Effect Area	Resist	Learning Rate	Other
Level 1	Kalki	C	6	0	60	AC-1
	Dios	A	1	0	100	Heal 1D8
	Badios	1D8	1	0	60	
	Milwa	A	Self	0	40	15 Minutes
	Porfic	C	Self	0	50	AC-4
	Katana	C	1	0	40	
2	Mato	C	6	0	80	AC-2
	Calfo	N	S	0	100	
	Manifo	A	1×3	PIE×6	70	Heal VIT×4
	Montino	A	1×3	PIE×5	50	
	Lito	C	1	0	40	Agility +3
	Eliemosu *	A	1	0	40	
3	Lomilwa	A	Self	0	40	Light 1 Hour
	Dialko	A	1	0	100	Cure Paralysis

4	Latumapic	A	1	0	50	
	Bamatu	C	6	0	40	AC-4
	Dial	A	1	0	100	Heal 2D8
	Badial	2D8	1	0	60	
	Latumofis	A	1	0	40	Cure Poison
	Maporfic	A	6	0	60	AC-2
	Batoki	C	6	0	30	Agility +3
5	Dialma	A	1	0	100	Heal 3D8
	Badialma	3D8	1	0	60	
	Litokan	3D8	1×3	PIE×4	40	
	Kandi	N	1	0	50	
	Di	N	1	0	50	Success: VIT×4
	Badi	A	1	PIE×6	40	
6	Lorto	6D6	2×3	PIE×4	30	
	Madi	A	1	0	100	
	Mapadi	A	1	0	50	
	Loktofeit	A	6	0	100	
7	Malikto	12D6	3×3	PIE×2	40	
	Kadorto	N	1	0	100	Success: VIT×5
	Reset *	C	6	0	5	
	Madis *	N	1	0	10	

C: Combat use; A: Always; N: Non-combat use only; S: Special